
Title: Britannia's best ally (Dragon Handbook)

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Congratulations on thy
new ally ! Thou shalt
see, Dragons art by
far the most mystical
and loyal friend one
can have. Provided
thou follows these
simple guidelines.
First off, know that
thy dragon is a gentle
giant. Unless sick, it
will never attack
humans on sight.
They are loyal and
fairly easy to control.

It might be a good idea
for thee to take thy
new friend(at first)
out when the worlds
are about to shut down
(daily maintenance)
for if something
happens, the
time-travel will get
your dragon back.
Also know that the
people of britannia are
affraid of these firey
but gentle beasts,
Guards included so
try to avoid contact
with towns. Dungeons
are also a place to
venture with care for
too many monsters at
once can make thy
faithful combattant go
crazy and attack
everything in sight.
GUIDELINES

1-FEEDING

Never feed a dragon
meat. NEVER !
When you do, it gets
the taste of it and
wants more and more

until it turns on you
and attacks everything
in sight. To keep the
dragon's loyalty to
you, once you claim it
from stablemaster,
just say it's name
outloud followed by
the command "COME"
50 times no less.
This will keep it
faithtul to thee.

2. COMMANDS

All the commands but
one are okay. NEVER
EVER tell your dragon
to STAY. Firespitters
do not like to be told to
stay. It makes them
sink into dementia and
attack everything in
sight. This could get it
killed by the guards in
an area under
protection. Always
have thy dragon
following you by
using the command
"NAME FOLLOW
ME". If you tell it to
stop, it will wander
off and when they do,
they are hard to get
back. So the following
commands: COME,
GUARD, GOOD,
FOLLOW and KILL
are all acceptable.

3- COMPANY

Never EVER leave
thy dragon alone. If
you leave it inside thy
abode, it could go wild
in your absence and
kill you upon thy
return. Always
stable it when thou art
done visiting.

4- COMBAT

Dragons are the most
powerful ally thou
can have in combat. If
you tell it to kill
something or someone,
DO NOT

INTERRUPT it until that something or someone is dead. If you talk during your dragon's fight, it will stop to listen to thy words, hence distracting it. Try not to talk at all if possible and DO NOT give it commands once set on kill.

Also be aware that a single giant snake can KILL thy dragon.

That's right. The foe will die in the process but thy dragon will most likely be poisoned then. When they are poisoned and dying from it, they fly off. They do not like their masters to see them die. Once they fly off to their deaths, it is impossible to get them back. So after each encounter with any snakes, CURE thy beast.

It would also be wise of thee to keep a rune to the stables (preferably outside of guarded area), as well as a gate travel scroll for emergency gate out. If thy dragon becomes too hurt, gate it out cure it (if snake was present during the encounter) and then stable it.

Stablemasters do a good job in nursing dragons back to health in usually one day (real life time).

5- PRESENCE

Dragons like to feel their master's presence at their side. Always be talking to it. My suggestion to

thee is to prepare
what is known as
"macros". Assign keys
to the say command
with the COME,
FOLLOW ME, GOOD,
KILL, STOP
commands. This way
thou won't have to type
too fast even in an
emergency.

Finally, at some point
in thy Dragon's life, it
may get "the illness"
and lose its ability to
breathe fire. I BEG
OF THEE, if that
happens thy
faithful combattant
will still need love and
care, so do not discard
them... All the
dragons I have ever
had are all still alive to
this day.

This is a noble
creature that will help
thee and save thy life
on many occasions. So
please do the same for
it.

If I sold thee a dragon,
it means I have high
respect for you and I
have faith that thou
shalt bestow upon it
the respect and care
that such beast
commands.

I thank thee and
please, should thou
encounter any
problems or have any
questions, do not
hesitate to call upon
me...

I thank you again....

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